

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) A game service system, comprising:
 - a game service transmitting device, comprising:
 - a multiplexer configured to convert image information and audio information of a broadcast signal, a game program, and game-related information into a transport stream, and
 - a transmitting unit configured to channel-code, modulate, amplify, and transmit the transport stream; and
 - a game service receiving device, comprising:
 - a tuning unit configured to receive the image and audio information of the broadcast signal, a game program ordered by a user, and game-related information, and to select either the image and audio information corresponding to a broadcast channel desired by the user, or the game program ordered by the user; and
 - a common game interface module configured to demodulate a selected game program and game-related information, to error correct the demodulated information, to download the game program and store the game program in a game memory portion of the common game interface unit for access by a user when desired, and to process the game-related information.

Reply to Decision on Appeal of **August 8, 2011**

2. (Previously Presented) A game service transmitting device, comprising:

a multiplexer configured to convert image and audio information of a broadcast signal, a game program, and game-related information by packet unit on a time basis into a transport stream; and

a transmitting unit configured to channel-code the transport stream, and to modulate, amplify, and transmit the transport stream to a receiving unit when requested by a user.

3. (Previously Presented) A game server system, comprising a game service transmitting device configured to provide game programs and game-related information, wherein the game service transmitting device includes, a multiplexer configured to convert image information and audio information of a broadcast signal, a game program, and game-related information by packet unit on a time basis into a transport stream, and a transmitting unit configured to channel code, modulate, amplify, and transmit the transport stream.

4. (Previously Presented) The game server system according to claim 3, wherein the game server is configured to receive a game ordering signal indicating a game desired by a user, and to provide the selected game program and game-related information.

Claims 5.-13. (Canceled).

14. (Previously Presented) A game service transmitting method, comprising:
converting image and audio information of a broadcast signal, a game program,
and game-related information by packet unit on a time basis into a transport stream;
coding the transport stream; and
amplifying, modulating, and transmitting the transport stream over a certain
channel.

15. (Previously Presented) The method according to claim 14, wherein converting
image and audio information of the broadcast signal, a game program, and game-related
information by packet unit on a time basis into a transport stream further comprises:

adding a new game program desired by a user and game-related information to a
previously established game list; and

converting the new game program and game-related information into a transport
stream.

16. (Previously Presented) A game service receiving method, comprising:
extracting a game list comprising game-related information from a transport
stream that includes time basis multiplexed packet units of image and audio information of a
broadcast signal, a listing of game programs, and game-related information;

downloading a game program desired by a user according to the game-related
information and storing the game program in a game memory portion of a receiving device; and
executing the game when desired by the user.

Reply to Decision on Appeal of **August 8, 2011**

17. (Previously Presented) The method according to claim 16, further comprising requesting a game program desired by the user from a transmitting party when the game program desired by the user is not included in the extracted game list.

18. (Previously Presented) The method according to claim 16, wherein the game-related information comprises a packet identifier (PID) configured to identify a packet of a game program ordered by a user, and a game list.

19. (Previously Presented) The method according to claim 16, further comprising:
displaying the extracted game list on a display; and
requesting a game desired by the user from a transmitting party when the game program desired by the user is not included in the displayed game list.

20. (Previously Presented) A broadcast and game receiving device, comprising:
a downloader configured to receive a transport stream having time basis multiplexed packet units of image and audio information of a broadcast signal of a channel, a game program, and game-related information, and to download a game program ordered by a user using the game-related information encoded with the image and audio information of the broadcast signal;

a game memory configured to store the downloaded game program for access by a user when desired; and

a CPU configured to execute the stored game program in response to a user request.